

Karma Faq NGB

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Karma Scoring Faq ver 0.0625
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Version History
0.0625 - Introduction, Karma Scoring Basics, and Chapter 1

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### Contribution

If no one contributes any information to this faq it will solely be my own experiences and strategies. By contributing any useful information, it can increase the chance this faq will be able to help more people. A strategy that I share may not work for some people, and maybe yours will. That said, if you believe you have a different approach/strategy/method/opinion that might benefit this faq and its readers, please write to me at [popcropcrap@aol.com](mailto:popcropcrap@aol.com). If the information is useful and appropriate for the faq I will include the information and give credit where it is due.

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### I. Introduction

The main purpose of this faq is to go into high detail on a very interesting and unique aspect of Ninja Gaiden, the karma system. The karma system is better described as a point system. Just as in many other games points are awarded for performing a multitude of different tasks. Ninja gaiden simply calls points, "karma." I will be using the term karma for the entirety of this faq.

Ninja Gaiden is very unique in the fact that the karma system is very in depth. It is possibly one of the most advanced point systems developed in any game to date. I will go into much more depth on the intricacies of the karma system in later sections. For now, I would like to explain why a faq such as this would be useful and how understanding your karma score could change the way you play this game. This faq will attempt to help you understand the karma system and how to achieve higher karma scores in your games. With the addition of the xbox live leaderboards, Ninja Gaiden Black gives us all the ability to upload our karma scores earned throughout our playthroughs and compare them to other players around the world. Many people find that attempting high karma scores adds a new twist to an already great game. Not only that, it also adds to the already high challenge of the game. Performing a karma run is not something a beginner to Ninja Gaiden would attempt, but it is something a person can do to add a new element, or a new challenge to their gameplay.

With that said, I would advise that before attempting a karma run, to have a basic understanding of the game. Without a basic understanding, you will not be getting the most out of your scores. Also, a good karma run will be an almost perfect playthrough of the game. If you were to jump into a karma run prematurely you may find yourself in very frustrating and stressful situations. Finally, this faq will assume you have that basic understanding, and will not address what I believe you should already know. There are many great faqs

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regarding Ni nja Gaiden. If you are a beginner to this game, I suggest you look at aaxe's combat faq, and/or a walkthrough faq.

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### I. A. The basics of the karma system

This is the section where I would like to cover as much as necessary regarding the details of the karma system. There are many aspects of the system and much to know. I will simply number the important topics and go over each one in as much depth as I can.

\*NOTE\* Understanding the karma system is essential. In later sections I will be taking you through the game, and showing you many different strategies and techniques to maximize your karma. Without an understanding of the karma system you will not be able to fully comprehend the walkthrough. Please refer to this section if you are in any doubt of what I am talking about in the walkthrough. If you believe you know enough, you may skip to the walkthrough and refer to this section when needed. If not, I suggest thoroughly reading this section.

1. Enemy encounters
2. Encounter bonuses
  - a. kills
  - b. time
  - c. combos
3. Ultimate techniques (UT's)
4. Boss encounters
  - a. kills
  - b. time
5. Chapter bonuses
6. Insight on karma

#### 1. Enemy encounters

When playing through Ni nja Gaiden, you will be fighting controlled groups of enemies. They are controlled in many ways. Each set of enemies you face are set to spawn in a specific place. You can expect to fight the same enemies in the same place everytime you play through the game. Each set of enemies will normally only spawn once. Meaning that after you vanquish a set of enemies they usually will not appear again in that area. Although there are a few exceptions throughout the game. Karma points are awarded for fighting the groups of foes on the first encounter only. Meaning that once you defeat a set of enemies or if you run away from a set of enemies, the option of earning any more karma for those enemies is over. I would like to note as well that if one were to kill all but one of the enemies, and then flee, returning to that area again would spawn the enemies like normal but without the ability to earn karma.

#### 2. Encounter bonuses

You have the ability to earn karma on the first encounter with each set of enemies. Karma is earned in a number of ways. Below I have separated three of the main ways karma is earned during each encounter. The karma earned through enemy encounters is in the form of bonuses. The bonuses are earned at the end of each encounter. Therefore, to acquire the karma for the encounter, one must completely finish off all of the enemies in that specific encounter. If one were to flee before finishing the encounter, all encounter bonuses are lost. And as stated before, once you have fled, you do not have the ability to return and earn karma for that encounter again.

##### 2. a. Kills

Each non boss enemy in Ni nja Gaiden is worth 1000 karma. If you are fighting a group of 9 enemies, you will earn 9000 karma for that encounter just in the kill bonus. The kill bonus is awarded at the end of an encounter meaning that one must completely kill all the enemies to earn the karma. There is also something interesting to note. The kill bonus is multiplied by a multiplier

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based on the amount of time remaining in a specific encounter. This idea will go in more depth in the next section.

### 2. b. Time

Perhaps one of the most innovative ideas introduced is the time bonus. It is considered to be one of the biggest components of the karma system, and is one reason this point system stands out from other games. The concept of the time bonus is a simple one. Each encounter in the game has a specified amount of time in which it can be beaten. The times are set by the programmers and are meant to really push the gamers abilities. For completing an encounter within the specified limit, 10000 karma points are awarded. A person looking to maximize karma would be smart to earn each and every time bonus throughout the game. The walkthrough contained in this faq is designed to focus on the time bonuses, and is meant to help anyone struggling with this.

There is also another interesting thing to note concerning time bonuses. The time bonus has a direct relationship to the kill bonus. As discussed, the kill bonus is how many non boss enemies multiplied by 1000. The total kill bonus is affected by the time bonus at the end of each encounter. If you were to complete the encounter within the time bonus, a multiplier comes into effect. I will attempt to outline an example to help make this more clear. Simply defining this is not enough for a complete understanding.

-example

Lets say you finished an encounter with 10 enemies and a time limit of 60 seconds. Lets also say you finished the encounter with 15 seconds remaining. The encounter bonuses would be awarded as such. The time bonus would be 10000. The kill bonus would have a base of 10000. If you were to not get the time bonus, the kill bonus would be a base 10000 and you would not receive the time bonus. But in this case you completed the encounter with 15 seconds remaining. To find out how the kill bonus is affected by this is simple math. First you need to know the percentage of time remaining to the total time for the encounter. The encounter had a 60 second time limit, and you completed the encounter with 15 seconds remaining. Therefore you still had 25 percent of the time remaining. To find the percentage, simply divide the time remaining by the total time. 15 divided by 60 gives us .25, or 25 percent. Now, this 25 percent affects the kill bonus as well. Simply take 25 percent of the kill bonus and add it to the base kill bonus. 25 percent of 10000 is 2500, and then add the original 10000 to reach 12500.

So the final bonuses are awarded as such

-kill 12500  
-time 10000

As you can see, getting all the time bonuses will add up real fast, and thats why this faq is here, to help you with just that.

### 2. c. Combos

The last and final bonus earned is the combo bonus. A combo is defined as a number of consecutive hits on the enemy. A combo will end after a specified amount of time has passed or after being struck by an enemy. The combo bonus is the only bonus that is not awarded at the end of the encounter. The combo bonus is simply the size of the combo multiplied by 10. The combo bonus is also not an efficient means of karma. The amount of karma earned from combos is very small compared to the other means we have. That being said, I will not focus on combos in this faq as they do not have a role to play in karma scoring, I only wanted to address it in case there is any confusion.

### 3. Ultimate Techniques

So far we have discussed the encounter bonuses. And as you can see the karma earned from these bonuses is a fixed amount. Meaning that if you manage to go through the game and get every time bonus on every encounter, whats going to make your score stand out from other people who did the same thing? That is

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where UT's come in. UT's are the bread and butter of the karma system. UT's are different from the encounter bonuses in that they are used at your discretion. UT's are charge up moves that either require essence from downed enemies or proper time to execute. Every weapon has a UT, not including projectiles or the spear gun. Each UT has two different levels of charge. You can charge up a UT halfway which requires about 3 seconds of charge time or a single yellow essence. Or you can perform a full charge UT, which requires an additional 3 seconds of charge up time, or two yellow essence, or a red/blue essence. As stated before, I will assume anyone who wishes to perform a karma run at least have a general idea how UT's are performed and executed. I only will describe how they affect your karma score and how you can use them to the best of your advantage. If you are struggling with UT's and performing them in combat situations I suggest practicing and reading aaxe's combat faq which goes in depth on the details of the UT.

For the purpose of this faq I wish to discuss UT's and how they are such a major role in the karma run. UT's are very powerful attacks released by the weapons in the game. Most of them are long drawn out combos, while others are simply a super powerful blow. UT's can also either target a single enemy or multiple enemies at the same time. The half charge UT is worth 2000 karma and is considerably weaker in some way than the full UT. The full UT is worth 5000 karma. UT's can be performed anytime during the game against almost any enemy. That being said, it is easy to see how karma derived from UT's can add up quickly.

What can really make a karma score so great is the use of UT's. If you plan on performing a karma run, plan on abusing the UT. The UT should be used as often as possible within reason. The goal of a karma run is to acquire all time and kill bonuses while attempting to maximize UT's. Points are only awarded for UT's when the UT is performed within the time limit for that specific encounter. This means you get no extra benefit for performing UT's over and over unless it is within the time limit. You can probably already see that this is the real challenge of a good karma run. And that is exactly where this faq is supposed to play a role. I will be walking through the game detailing just how one should be viewing certain situations and using UT's to the best of their advantage and as often as possible. If none of this makes sense right now I would suggest to keep reading and the walkthrough as well as a few more details on the UT might make things a bit more clear.

UT's are very versatile. They can be performed multiple ways in multiple situations and it takes a lot of practice and experimentation to find a great strategy. Hopefully this faq helps you learn the intricacies of UT's so you don't have to spend your time learning them. Of course it is still going to take much practice to perfect.

UT's can be performed two different ways. The first way is by charging up while standing still. You cannot move while you charge up a UT. It is simply done by holding the "Y" button. Remember that the UT is charged up either by a specific amount of time or by a specific amount of essence. Throughout most of the game you will want to focus on using essence to charge up your UT. Essence will automatically be absorbed once you begin charging and you will see the screen signal that it has been absorbed. You are vulnerable to attack during this charge up and it can immediately disrupt your UT. Once you release "Y" after you have absorbed the essence, the UT will be performed and during that attack you will be invulnerable to damage. The second way to perform a UT is by using the "on-landing" method. You will see me refer throughout the faq to on landing UT's and I will be referring to this. An on landing UT is performed by holding "Y" at precisely the exact time you touch the ground from being airborne. This takes practice and is highly suggested that you can perform this maneuver before attempting a karma run. By holding "Y" at the moment you touch the ground you automatically take the charge up stance. If any essence is about, it will be quickly absorbed and a UT can be unleashed. The on landing UT is much preferred over a simple charge up UT because you can ideally land anywhere on

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the field and immediately perform the UT with essence. This allows you to target specific enemies or specific sections in the battle. Also the amount of time you are vulnerable to attack before the UT can be released is very very small in comparison to simply a charge up UT. With that knowledge, begin practicing both type of UT's. This way you will have a basic understanding of how they are performed in battle and the best way to perform them. It should also be stated that I will be referring to many of the weapons UT's as some weapons are better than others. When practicing UT's be sure to try out different weapons at half and full charge, to get a decent understanding of which weapons might be better in certain situations.

Essence will become second nature to you in a karma run. It will be very important as almost all of your UT's will be performed using essence. The reason is because many of the time limits throughout the game simply don't allow you the time to charge up a UT and still kill the enemies within that time. That said it is very important to know how to maneuver in a battle so that you can make the most out of the essence left behind from enemies. Essence will be absorbed automatically if you are near it unless you are holding the block button. So if you plan on using essence and are near it at the time, you will need to be blocking while you are near it as to not accidentally absorb it. If you are blocking you have to options of rolling and jumping, both of these as long as you are holding block during the roll and jump animations will still allow you to maneuver around the essence without absorbing it prematurely. Learning how to do this will take time and practice, and I expect that you learn before attempting a karma run.

Essence can also be absorbed from anywhere on the map. Well what does this mean exactly? You might be thinking that a fight might begin by killing an enemy to draw their essence and then beginning a chain of UT's afterwards. What if I told you that you can use essence from previous battles to start the next battle with a UT. Essence can be absorbed through floors/doors/walls/etc. You also might be wondering what purpose this would serve. The purpose of this is to bolster your score even more by adding in that extra UT at the beginning of every fight. With hundreds of enemy encounters throughout the game, a 2000 point UT starting each one of them can add potentially hundreds of thousands of karma to your final score. There are a few downsides to this though. The essence from an enemy only lasts so long before it dissapates and if you decide to perfect this method, you will be running from one battle to the next very quickly. It may not seem like a downside but it will create many stressful situations and takes alot of practice. But since you are reading this faq and want to get that high karma score, thats expected of you. So start practicing this on the first few levels and experiment. The walkthrough in this faq will help you by giving you suggestions where these UT tactics would be best placed.

Hopefully by reading this section on UT's you understand the importance of them and realize that by attempting a high karma score you will be using them almost one hundred percent of the time. You should also realize that UT's will decide many of peoples scores. That said, practice, and experiment.

### 4. Boss Encounters

This section is going to cover how karma is governed in the boss encounters. The boss encounters have a similar bonus setup to that of regular enemies except there are a few differences I should clear up.

#### 4. a. Kills

The kill bonus is the main difference regarding boss battles. All bosses except for Murai garner 100000 karma for the kill. This is the base kill bonus for a boss just like the 1000 kill bonus per enemy. Since this faq will cover the hard difficulty, there will be minions with almost every boss. Killing the minions will grant an additional 1000 karma to the bonus. So killing a boss and 7 of his minions will have a 107000 karma base bonus.

#### 4. b. Time

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Very similar is the concept of the time bonus when applied to the boss encounters. Just like the regular enemy encounters, 10000 karma is the bonus for defeating the boss within the time limit. The time bonus also still affects the kill bonus in the same way as it does for regular enemies. If you didn't notice the kill bonus is much larger this time around. This makes killing the bosses faster all the more important, as 5-10 seconds could mean tens of thousands of points. In this faq I will discuss every boss and methods in which you can beat them in the shortest time possible.

### \*NOTE\*

UT's still apply to boss battles in the same manner as they do throughout the rest of the game.

## 5. Chapter bonuses

Chapter bonuses are another very important aspect in the karma run. Chapter bonuses are awarded after the completion of a chapter. The bonuses cover 4 different categories. Time is the first category. Time refers to the overall time it took for you to complete the chapter. Time is always adding up, during fights, in the menu screen, and even adds up if you choose to continue after you die. That said, always make sure to soft reset your game when you mess up. Soft reset is done by holding back and start at the same time. Its actually quicker in many cases than just letting yourself die and it also prevents time from adding up. The time bonus is usually fairly easy to obtain. As long as you have played the game before and have a basic understanding of where to go and in what order to do things, time should not be an issue. The second category is the kill category. Kills simply refer to the amount of kills obtained throughout the level. Most of the time, the level layout provides you enough enemies to obtain the kill bonus without farming for enemies. While in other levels you may have to kill a few extra enemies to get the kill bonus. The karma awarded for these bonuses will be listed below. The third bonus is the essence bonus. The essence bonus is simply the amount of essence you earned in the level minus the essence that you spent. The final bonus is the ninpo bonus. The ninpo bonus is based off of how many ninpo slots you have remaining after the chapter is over. Full ninpo grants you the full bonus. You will always need full ninpo after each chapter to obtain the full bonus.

The chapter bonuses are very important to the karma run. The bonuses give karma as follows..

Time-100000  
Kills-100000  
Essence-10000  
Ninpo-100000

Notice the karma is one hundred thousand for all except the essence bonus. It is your goal to obtain every bonus on every level. By simply missing the kills by one kill or by missing the time limit by one second, the bonus automatically drops to 50000. These bonuses can add up quickly if too many are missed. Essence bonuses will be attempted but may not be possible on some levels if you decide to obtain the UF. The best method to obtaining the UF is by spending as much essence on one level to upgrade the UF as to reduce the amount of chapters you don't receive the essence bonus. While the essence bonus is considerably smaller than the other three, it is not to be neglected.

## 6. Insight on karma

I believe I have covered almost all aspects of karma that will be useful to you on your karma runs. If a lot of this information is new to you, I suggest that playing around on a easy difficulty would be the best method to help understand the basics of karma. I personally played through ninja dog mode 3 times experimenting with new ideas and such. Practice is the best way to learn in my opinion. If anyone believes I have left out anything important, please send me an email with suggestions.

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As you will see through the rest of the faq, the key to a great karma score is the balance of all these elements. You have to manage all of your bonuses, make sure to get all the kills within the time limits, and make great use of the UT. The faq is to help you make the most out of your decisions, and maybe keep you from making a few mistakes along the way. It will also give you ideas on how to approach certain enemies and areas in the game. With that said, lets get into the walkthrough.

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### II. Walkthrough/Hard Difficulty

This walkthrough will not be the average walkthrough. It will not contain item locations, mission objectives, or key items. It will be taking you through the game and looking at the game in a different light. It will focus on karma and every aspect of it. I will outline all of the encounters within the game and describe many different approaches you can take to maximize karma. I will go as in depth as I can and share as many things as possible. This walkthrough will cover the hard difficulty setting. This is because in hard there is the introduction of minions, and also the introduction of many new enemies. This way people looking to perform a karma run on normal or ninja dog can relate to much of the faq only disregarding the newer enemies and minions, and persons looking to perform a karma run on hard and up can refer to this faq as well.

The best way to use this faq is to read the chapter all at once and then return to the faq only when you need assistance. Attempting to play while reading the faq will be confusing and frustrating.

#### II. A. Chapter 1

So lets get started, I do not have any ideas on how I could organize the info for each chapter. I think the easiest way is to simply detail encounter after encounter. I am assuming anyone reading this plans on maxing out thier karma so I assume you guys wont have a problem reading. Ill try to keep it short and sweet.

Chapter 1 is fairly straight foward. The first save point is quite a few encounters in, and if this is your first karma run you will be soft resetting alot, get used to it.

The very first encounter are the two white ninjas. You get a whole 7 seconds to finish them off. I have used a couple methods, one which is more reliable and the other kinda risky. The first is simply using the x,y,x,y combo with the dragon sword immediately as the fight ensues, and then returning to do the same with the other. Doing it this way will not allow you to perform any UT's as you will be tight on time. The second way you could possibly do this is to kill the rat on the ledge before the battle, which drop a blue essence. Use the blue essence to full UT with the nunchaku and hope that both enemies get caught in the UT and die. You will not have enough time if the UT doesnt kill both in one go. Collect the essence when done.

The second encounter is three white ninja right after you perform the bird flip off the wall. You have 16 seconds. Two ninjas greet you up front and the third jumps down after one is killed. The best method is to prepare by killing the bird on the branch from below. On the ledge before swinging over to the branch, you will see a lone raven sitting there. If you dont approach it, you can jump in the air and shuriken it. The best way to do this is to view the bird in first person mode and look slightly to the left of it. As soon as you hear the bird get hit, quickly make your way up to the encounter. As soon as you bird flip up, run along the wall towards the enemies, landing near them with an on landing UT. The nunchaku or DS's full UT will usually kill both, if not, quickly fiend sealer the second and get near where the third falls down. Charge up your UT and wait, once he drop UT, and you should get the time. Collect the essence when done.

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The third encounter is the two ninjas that you meet at the entrance of the fortress. You will have 12 seconds. Before spawning them and after bird flipping up the shaft, stop and get into first person mode. There is a fence surrounding the perimeter. If you look behind you, you will see a bird sitting up on the fence. Perform the same shuriken move on him as you did before and move towards the entrance. The two ninjas will jump from the entrance. You should immediately on landing UT taking use of the blue essence from the raven. The UT should kill both, but if not, you will have more than enough time to finish sealer the other. For the next encounter I recommend saving enough essence for a full UT. Essence can also be found by breaking the torches.

The fourth encounter is three ninjas in the first room of the fortress. As soon as you can move, perform a jump anywhere in the room and on landing UT with the essence saved from the previous battle. With the nunchaku you have a good chance of taking out two ninjas. With the DS your chance is a bit smaller. Once the UT is done, move quickly to the next target. If you broke one of the vases a yellow essence may have released, if you see that you can perform another on landing UT or a x,y -> on landing with the DS. It will only be a half UT but will still kill another ninja quickly. For any remaining ninjas, use the x,y,x,y combo with the DS or any appropriate one kill combo with the nunchaku. Go ahead and collect all the essence but do not open the chest until you are ready for the next encounter. And that encounter has a 14 second time limit.

The fifth encounter is in the yellow room. It contains 9 white ninjas and has a 36 second time limit. You have 4 seconds to kill each ninja. The fight should be started off by using a blue essence from the previous chest to start a chain of UT's. You can either chain half charge UT's from the yellow essence from each downed enemy, or you can kill an additional person and then charge a full UT. Just make sure to use as many as you can. This is the first fight in the game that will test your skill in chaining UT's. Don't worry if it is hard at first, it comes with time. The best way to chain UT's is to either x,y straight into an on landing UT with the DS or jump into an open area of the room and on landing UT. Be sure to save the last essence for the next room.

The sixth encounter is in the next room. It consists of 3 white ninjas and you have 15 seconds. The first thing to do is on landing UT right in front of them and if your lucky take out all three at once. If that doesn't happen, simply finish off the other with another UT as you will have plenty of time. Save the essence from this room for the next.

The seventh encounter is in the next room, which contains the life of the gods. It consists of 9 white ninjas and you have 36 seconds. This fight is very similar to the yellow room fight. On landing UT's will become very natural for you if they aren't already. You can begin a UT with the essence from the previous room. Again, just chain UT's and make sure to save at least one essence when done. Don't worry about the chest yet, but break the vase to the right of the chest and head to the next room.

The next room contains the eighth encounter. It consists of 4 black ninjas and 8 white ninjas and you have 64 seconds to complete it. The best way to begin this fight is to on landing UT right in the middle of the room and with the two essence from the previous room, do a full UT on the first black ninja. The black ninjas have more life and should have a greater priority than the white ninjas. You have plenty of time in this room, and you should use it to the best of your advantage by trying to single out as many enemies as possible with the UT. The more UT's the better. Don't worry about saving essence from this fight. Make sure to save before dropping down to get the fangs. Saving here saves you the trouble of restarting in case you mess up on the next encounter.

The ninth encounter is just after you go through the small cave, and as you work your way back up to the fangs. You can use essence from the bats or the two torches to begin this battle. There are 2 white ninjas in this encounter with a total of 10 seconds to kill them. A full UT will almost always kill both of

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them. The best way to UT is to on landing UT. You can almost always on landing right in front of them for the quick kill. Occassionally they might dodge, or strike you as soon as you land, but thats why we saved a few seconds ago. Dont worry about saving essence.

The tenth encounter is just after the save point. It consists of two black ninjas and you have 13 seconds to kill them. The best way to do this is to return to the room where the 12 ninjas spawned, right before the save, and kill enough ninjas to be able to charge up a full UT. Then quickly rush back to the encounter and on landing UT right in front of them. Almost always you can get one this way. Afterwards, quickly finish off the other with the x,y,x,y or another half UT from the previous enemy. Be warned though the half UT does not kill a black ninja fully. Save any essence left over for the next battle.

The eleventh encounter is after the locked door in the room prior to murai. It contains 6 black ninjas with a 35 second time limit. This time limit can be tough to reach with the constantly dodging ninja. Make sure to start off the battle with a UT from the essence from the previous battle. Then attempt to start chaining UT's. The little lanterns in the room contain essence and can be used to start UT's if you are quick. With a bit of practice you will soon clear this room with a satisfactory amount of UT's. Make sure to go back and save. It is really helpful to save before Murai so you dont have to redo the last two encounters.

### Boss fight: Murai

The fight with Murai is fairly straight foward. He has white ninja minions. There are a total of eight. Make sure to kill every one of them either by UT or with a simple combo. The fight has a 100 second time limit. Note that the fight with Murai is the only boss fight that does not have a 100000 kill bonus but only a 10000 one. This means that killing Murai with a really good time is not as important as other bosses. You can use any method you wish to kill Murai, just make sure to kill all the minions within the time limit. I prefer to let Murai either roll toward you or charge you and simply slash with the dragon sword and roll away.

### Chapter 1 bonuses:

Kill bonus: By simply killing all the enemys listed above and all the minions from the Murai fight you will acquire the kill bonus of 100000.

Time bonus: If you completed all of the encounters within the time limits you should be fine. Make sure you are soft resetting when you mess up, as just continuing will add up time, also being in the pause screen will add up time. If you dont get this time bonus, you will need to retry.

Essence: You will always recieve the essence bonus of 10000 on this level as there is no place to buy items.

Ninpo: No ninpo therefore no bonus.

### Chapter 1 overview:

If this is your first karma run and you are new to the whole time limit and UT thing, be prepared for some struggling and frustrating situations. Getting to the first save and getting all the time limits is very tough. Keep trying and dont give up. It may take 20 tries but patience is the name of the game on karma runs.

Total Karma available: 392000

I will include this at the end of each chapter. It will be kept up to date and include previous chapters as well. This number represents what your score would be if you managed all kill, time, and chapter clear bonuses. This number does not include UT's or the modified kill bonus. It only includes the base kill bonus. Im including this so you can get a general idea of how you are doing. If

Karma Faq NGB

you are ever less than this, you missed karma somewhere and need to find out where it is.

My Karma: Not done yet

This will simply be what I earned on the Chapter, so you can compare. Once I complete a few chapters I will update this.

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II. B. Chapter 2

coming soon